OUT WEST VZ 200 USERS GROUP

HELLO . Welcome to edition two of vz out west. There have been some excellent programs submitted for printing. Thank you for your support !. Please help with contributions as I am sure that everyone has some thing to contribute , no matter how simple, there is always a beginner that can benefit from your efforts, so put it in print.... This edition has a simple music program with lots of potential for expansion. A program for instant access to graphics mode colours. (very fast). A simple program which draws up a frame on the screen. A program to illustrate the way the computer uses the ROM. (read only memory). have fun . Give me a ring if you stumble on any little tricks. Happy hacking RICK.

NEWS FROM DICK...

New book " the giant book of GAMES" looks like good value .
DICKS head office now h as a sample of the new light pen which they are checking out .
THERE are four new EDUCATIONAL programs coming out SPELLOMATIC AND FLASHCARD.
The new game defence penetrator is out any one bought it yet???
A second book of programs is on the way.
The japs won't make the alterations that dick's boys would like to see in the 64 k expansion and so dick is keeping quiet about it (wonder how long before they stop fighting???)
Dick has a sample of the new challenger computer (IBM copy).
He seems to think it will be out before Christmas--- They better hurry.. Price with expansion just under $3000 . See santa for further information.

TRY THIS..

```
10  FOR A= 271  TO 296 : PRINT CHR$ (PEEK (A)); : NEXT.
```

JUST FOR FUN ADD THIS...

```
20  GOTO 10.
```

Hey what happened. ???.

The computer went to the memory and looked up the asc 11 code stored there and then printed the characters that the code stands for.

CLUB CONTACTS. (new)

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MODE (1) COLOURS

by Peter Hickman

HAVE YOU TRIED MAKING YOUR OWN GRAPHICS IN MODE (1)? USING SET & RESET IS VERY TIME CONSUMING ISN'T IT?

IN MODE(1), EACH SCREEN LOCATION (28672-30719) CAN BE USED TO COLOUR FOUR PIXELS AT ONCE. ALL YOU NEED IS THE POKE COMMAND.

TRY THIS PROGRAM

```
10   REM MODE(1) COLOURS
20  CLS: MODE(1)
30   COLOR,0: J=1
35   GOSUB 3000
40   FOR A=28672 TO 30719: POKE A,255 : NEXT
50   GOSUB 3000
60   FOR B=28672 TO 30719: POKE B,85: NEXT
70   GOSUB 3000
80   FOR C=28672 TO 30719: POKE C,170: NEXT
90   GOSUB 3000
100   IF J=1 GOTO 120   ELSE GOTO 30
120   MODE(1): COLOR,1: J=2
130   GOSUB 3000
140   GOTO 40

3000   FOR T=1 TO 499: NEXT T
3010   RETURN
```

TRY ADDING TIME DELAY HERE (REFER LINE 3000)

YOU CAN USE ANY NUMBER TO COLOUR YOUR SCREEN(0 to 255). CHANGE THE PROGRAM AND SEE! EVERY SQUARE CAN BE COLOURED IN ANY OF FOUR COLOURS.

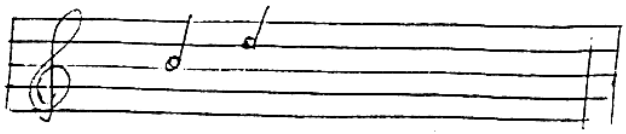
IF YOU WANT TO USE RED WITH A GREEN BACKGROUND TRY THESE NUMBERS 192, 48, 12, 3, 240, 204, 195, 60, 51, 15, 252, 203, 63, 243, 255. FIND OUT FOR YOURSELF WHAT EACH ONE DOES!

WHAT HAPPENS WHEN YOU POKE28672,0? NOTHING! ARE YOU SURE?

MORE NEXT TIME

by R. Swancott

```
3 CLS
4 PRINT" HOW MANY BEATS PER BAR?"
5 CLS:INPUT"2 OR 3 OR 4 ?";N
10 CLS
11 COLOR3 :MODE(1)
50 DATA4,11,4,12, 4,14,4,13,4,14,4,15,4,16,4,24,4,25
51 DATA 5,10,5,17,5,26
52 DATA6,8,6,11,6,12,6,13,6,14,6,18,6,26
53 DATA7,8,7,10,7,19,7,26
54 DATA8,2,8,3,8,4,8,5,8,6,8,7,8,9,8,10,8,12,8,13,8,14,8,15,8,16
55 DATA8,11,8,17,8,18,8,19,8,20,8,21,8,22,8,23,8,24,8,25
56 DATA9,1,9,6,9,11,9,19
57 DATA10,1,10,4,10,5,10,12,10,13,10,14,10,15,10,16,10,17,10,18
58 DATA11,2,11,3
60 FORA=1TO62:READX,Y:SET(X,Y+20)
70 NEXT
80 FORX=0TO127:SET(X,19):SET(X,24):SET(X,29):SET(X,34):SET(X,39)
81 NEXT
100 FORY=19TO39:SET(0,Y):SET(125,Y):SET(127,Y):NEXT
105 X=20
108 Z$=INKEY$:Z$=INKEY$
110 A$=INKEY$
111 IFA$="D"THENGOSUB150
112 IFA$="E"THENGOSUB151
113 IFA$="F"THENGOSUB152
114 IFA$="G"THENGOSUB153
115 IFA$="A"THENGOSUB154
116 IFA$="B"THENGOSUB155
117 IFA$="C"THENGOSUB156
118 IFA$="V"THENGOSUB157          SHIFT D
119 IFA$=[??888]THENGOSUB158      SHIFT E
120 IFA$="Y"THENGOSUB159          SHIFT F
121 IFA$=[888]THENGOSUB160        SHIFT G
122 GOTO108
150 X=X+7:Y=42:SOUND6,2:GOSUB1000:RETURN
151 X=X+7:Y=40:SOUND8,2:GOSUB1000:RETURN
152 X=X+7:Y=37:SOUND9,2:GOSUB1000:RETURN
153 X=X+7:Y=35:SOUND11,2:GOSUB1000:RETURN
154 X=X+7:Y=32:SOUND13,2:GOSUB1000:RETURN
155 X=X+7:Y=30:SOUND15,2:GOSUB1000:RETURN
156 X=X+7:Y=27:SOUND16,2:GOSUB1000:RETURN
157 X=X+7:Y=25:SOUND18,2:GOSUB1000:RETURN
158 X=X+7:Y=22:SOUND20,2:GOSUB1000:RETURN
159 X=X+7:Y=20:SOUND21,2:GOSUB1000:RETURN
160 X=X+7:Y=17:SOUND23,2:GOSUB1000:RETURN
1000 FORI=X-1TOX:SET(I,Y):SET(I,Y-1):NEXT
1010 FORI=Y-5TOY-1:SET(X,I):NEXT
1015 Z=Z+1:IFZ>16THENRUNELSEGOTO1016
1016 H=H+1:IFH=NTHENGOTO1030
1020 RETURN
1030 FORA=19TO39:SET(X+2,A):NEXT:H=-1:GOTO101
```



"FRAMED"

by P. Hickman + R. Swancott

```
5 CLS
10 PRINT"ENTER NUMBER FOR WIDTH OF FRAME(1--31)"
15 INPUTZ
55 CLS:MODE(1)
57 A=-1
60 COLOR3,0
80 B=0:C=127:D=63:G=0:H=127
81 I=0:J=63:A=A+1
100 REM DRAW BOX
110 Y=A:FORX=BTOC :SET(X,Y):NEXT
120 X=H:FORY=ITOJ:SET(X,Y):NEXT
130 Y=D:FORX=CTOBSTEP-1:SET(X,Y):NEXT
140 X=G:FORY=JTOISTEP-1:SET(X,Y):NEXT
610 A=A+1:  B=B+1:C=C-1:D=D-1:G=G+1 :H=H-1:I=I+1:J=J-1
615 IFA>ZTHENGOTO615
620 GOTO100
650 CLS:MODE(1):COLOR3,0:GOTO510
```

```
REM VIDEO TECHNOLOGY.
10  FOR A = 271 TO 297 : PRINT CHR$ (PEEK(A)),:NEXT
20  FOR T = 1 TO 1000 :NEXT
25  CLS
130 GOTO 10
```